The Tide Turns: Khe Sanh, 1968

Prelude: Dien Bien Phu, 1954

NORTH VIETNAM

Hanoi

Empty Fishhook: Cambodia, 1970

First Cracks: Quang Tri, 1972

LAOS

CAMBODIA

SOUTH VIETNAM

Saigon

CONFLICT IN VIETNAM

MICRO PROSE

SIMULATION • SOFTWARE

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Into the Valley: Ia Drang, 1965

SUMMARY OF COMMANDS

CURSOR CONTROL

C-64/C-128 Keyboard: CRSR keys and SHIFT + CRSR keys (for faster movement use "<" up, "=" down, ">" left, "." right).

Apple IIe/c Keyboard: Cursor arrow keys.

Apple II+ Keyboard: Left and right arrow keys, "P" upwards, ":" downwards.

IBM PC Keyboard: Four-direction arrow keys (with SHIFT for faster movement).

Atari 800/XL/XE Keyboard: White-framed arrow keys (with CONTROL for faster movement).

Joystick: On any machine this also controls cursor movement.

W = Who is reporting: Moves cursor onto the unit that sent the message.

INFORMATION

Fire Button/Space Bar = Unit Information: Gives information about the unit at the cursor.

G = General commanding the unit: Gives information about the general commanding that unit. Not available for Atari 800/XL/XE.

C = City & VP information: Gives name of locale (if any) and victory point value of the hex.

COMMANDS

A = Attack: Commands the unit under the cursor to attack.

D = Defend: Commands the unit under the cursor to defend.

M = Move: Commands the unit under the cursor to move.

R = Reserve: Commands the unit under the cursor to go into reserve.

H = Here: May be used after an Attack, Defend, Move or Reserve order to specify an objective.

UTILITIES

F = Freeze the clock: Freezes the game action, press "F" again to restart.

T = Terrain toggle: Removes units and displays terrain underneath, press again to restore.

U = Unit icons/symbols toggle: Changes unit display from symbols to icons, and back.

? = Casualty and victory status: Displays game status so far, including casualties, and victory level.

B = Flash-Back: Go to flash-back mode to review the last few "days" of game play.

Q = Change player roles: Used to change sides in a two-player game. Then press "T" (terrain toggle) to show troops.

> (+ on C64/C128) = Faster Realtime: Increases the speed of play.

< (- on C64/C128) = Slower Realtime: Slows down the speed of play.

S = Save game: Saves the current game situation to a disk. C64/C128 and Atari 800/XL/XE versions require a formatted disk already available. During the save game procedure you enter a save-game file name of 1-8 characters.

L = Load game: Reloads a game previously saved. You must first start a game with the same parameters, press L, then enter the proper file name when prompted.

TERRAIN FEATURES

Symbol	Terrain	Movement	Effect on Attacking: Infantry	Effect on Attacking: Support	Effect on Defending: Infantry	Effect on Defending: Support
	Road	Very Fast	Weaker	Stronger	Normal	Normal
	Crossroad	Very Fast	Weaker	Stronger	Normal	Normal
	Clear	Fast	Weaker	Stronger	Normal	Normal
	Bridge	Fast	Weaker	Stronger	Normal	Normal
	Village	Fast	Weaker	Stronger	Normal	Normal
	Town	Fast	Normal	Normal	Very Strong	Stronger
	Fort	Fast	Normal	Normal	Very Strong	Stronger
	River	Slow	Normal	Weaker	Stronger	Weaker
	Light Forest	Slow	Normal	Weaker	Stronger	Weaker
	Rice Paddy	Slow	Normal	Weaker	Stronger	Weaker
	Plantation	Slow	Normal	Weaker	Stronger	Weaker
	Jungle	Very Slow	Normal	Weaker	Very Strong	Weaker
	Swamp	Very Slow	Normal	Weaker	Very Strong	Weaker
	Mountain	Very Slow	Normal	Weaker	Very Strong	Weaker
	US Sanctuary	Fast	Normal	Normal	Very Strong	Very Strong
	NVA Sanctuary	Fast	Normal	Normal	Very Strong	Very Strong

UNIT TYPES: DIEN BIEN PHU, 1954

Nationality	Icon	Symbol	Troop Type	Mobility	Range	Supply
French			Fortress Garrison	Gnd	1 mi	Gnd
French			Infantry Battalion	Gnd	1 mi	Gnd
French			Main Garrison	Gnd	6 mi	Gnd
French			Armor Squadron	Gnd	1 mi	Gnd
French			Artillery Battery	Gnd	2 mi	Gnd
French			Brigade Headquarters	Gnd	1 mi	Gnd
French			Fighter Squadron	none	62 mi	Air
US			Bomber Wing	none	28 mi	Air
Viet Minh			Infantry Battalion	Gnd	1 mi	Gnd
Viet Minh			Infantry Regiment	Gnd	1 mi	Gnd
Viet Minh			Mortar Regiment	Gnd	2 mi	Gnd
Viet Minh			Artillery Regiment	Gnd	6 mi	Gnd
Viet Minh			Division Headquarters	Gnd	1 mi	Gnd

KEY:

US = United States military forces

Gnd = ground movement or supply

Air = high-speed air movement, or air transported supplies

mi = miles distance, one hex (map position) is one mile